CompassLearning Odyssey Components

CompassLearning Odyssey is a web-based product that is easily integrated into the classroom curriculum and provides the classroom teacher the ability to individualize instruction like never before.

**Language Arts:** A comprehensive, literacy-based program that incorporates reading competencies. (Grades K – 6)

**Math:** A problem-based approach, allowing students to gradually develop their reasoning skills. (Grades K – 6)

**Science:** Engaging, self-directed activities and animated adventures exploring the world of science. (Grades 1 – 6)

**Social Studies:** History and current events discovery through text, graphics, and animated maps. (Grades 2 – 6)

**Writer:** A customizable writing tool assistant to help educators in all disciplines teach the writing process to their students. Odyssey Writer enables teachers to structure assignments around the stages of the writing process, and provides various pre-writing tools – note card/outline tool and a graphic organizer tool to motivate students to write. (Grades 3 – 6)

**Playbox Theme Time:** This PreK – K early learning program encourages active learning and promotes problem solving, communication, and personal development. Students experience guided or independent learning at their own pace based on early childhood research and aligned to standards set by the National Association for the Education of Young Children and High Scope.

**Brain Buzzers:** Cross-curricular Reading and Writing Projects. These projects give students an opportunity to use their critical thinking skills. (Grades 4 – 6)

**Thematic Projects:** These activities can be used as supplements to the Science and Social Studies curriculum or as individual, cross-curricular projects. They help students develop higher-order thinking skills as a foundation for Reading and Writing, are project-based activities that can be completed individually or in small groups, and require students to research and analyze a set of facts, make a decision based on the facts, justify a decision, create a plan of action or final project, and use a rubric to self evaluate. (Grades 4 – 6)